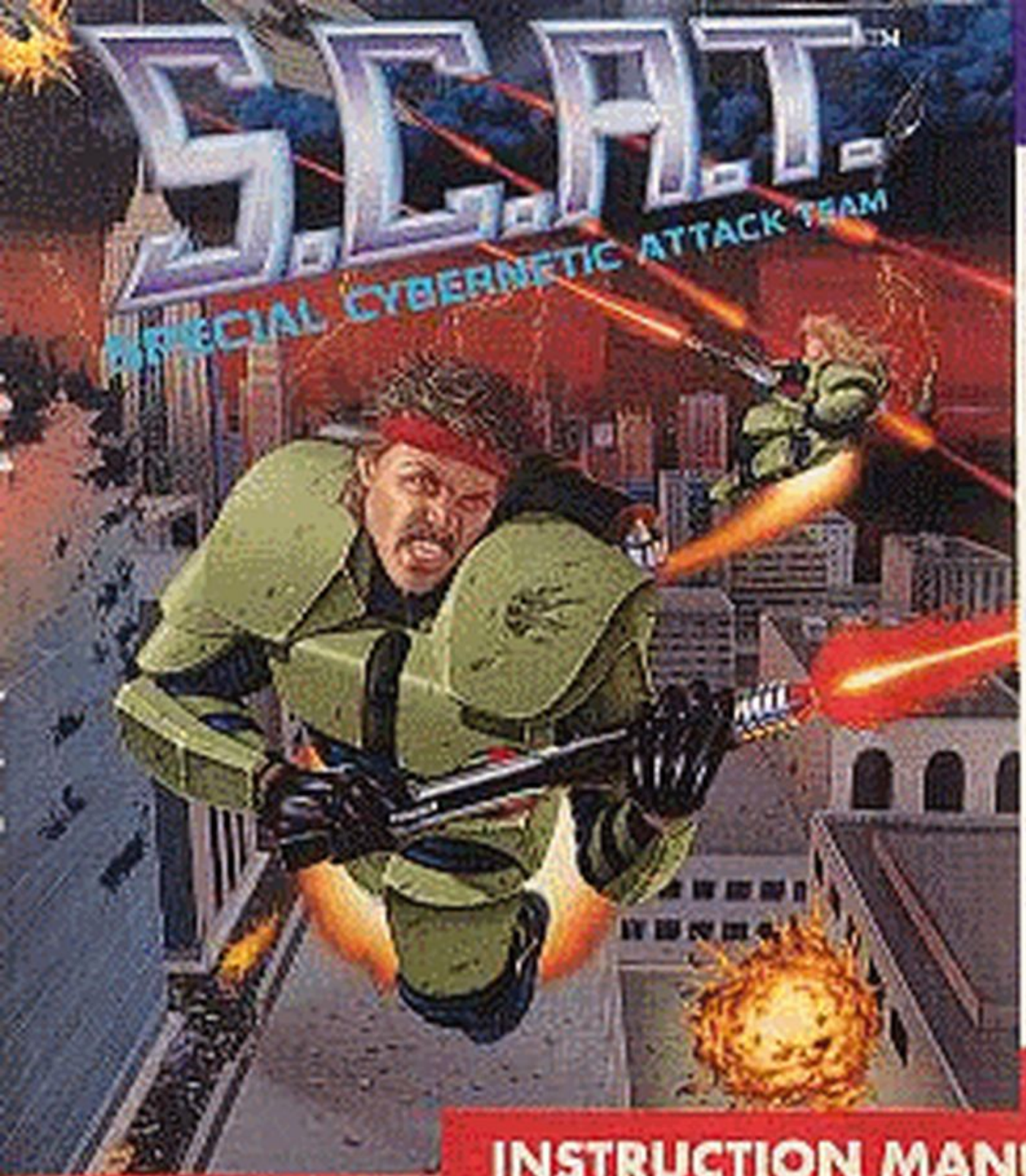


NATSUME

NES-FV-USA

INSTRUCTION MANUAL

NOTES FROM NATSUME

Thank you for purchasing S.C.A.T. for the Nintendo Entertainment System. We are proud and delighted that you chose to add our title to your video game library. Please read this manual to assure your complete enjoyment of our product. We hope you have many hours of entertainment with this action/adventure game!

Licensed by Nintendo®
for Play on the

Nintendo
ENTERTAINMENT
SYSTEM®

Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

S.C.A.T.: Special Cybernetic Attack Team is a trademark of Natsume Inc. NATSUME is a registered trademark of NATSUME, Inc.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS REVIEWED THIS PRODUCT AND THAT IT MEETS OUR STRINGENT STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM®.

TABLE OF CONTENTS

Notes from NATSUME 2
Safety Precautions 4
The Background 5
Starting the Game 6
Controlling the Warriors 7
Special Items 8
Game Stages 9
Enemy Characters 10-11
NATSUME Limited Warranty 12
FCC Regulations 13

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

SAFETY PRECAUTIONS

For greater enjoyment of the game, please take the time to read this manual. The following items are for the care of your game:

1. *Avoid subjecting the Game Pak to extreme temperature changes and shocks.*
2. *Do not touch the terminal connectors. Keep them safe by storing the game in the protective storage case.*
3. *The use of solvents, thinners, alcohol, benzene and other strong agents can damage the Game Pak.*
4. *Do not dismantle the Game Pak.*

THE BACKGROUND

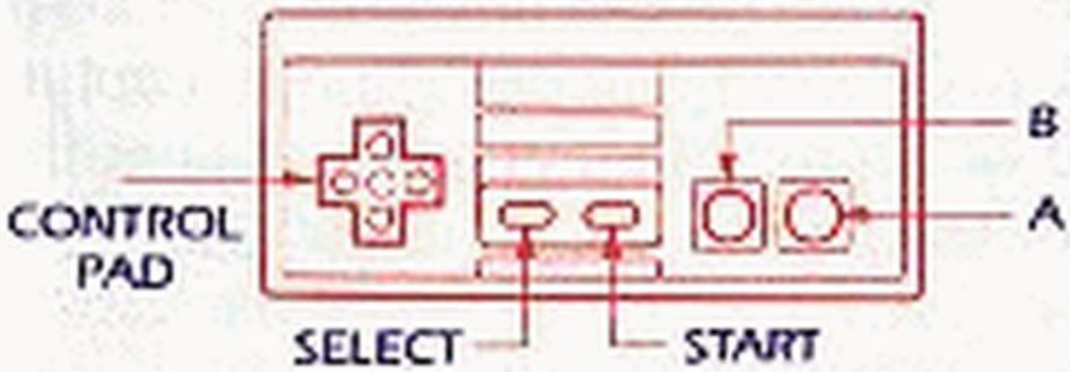
In the 21st century, humanity faces its most dire threat. An alien horde led by the Supreme Commander Vile Malmort, has launched a full scale invasion of the planet Earth. An Astrotube connects the desolate remains of New York City to the orbiting space station of the invaders. Their armies sweep the skies for any sign of resistance...

The last hope for mankind comes from a secret alliance made by the President. Luckily, he was informed of the coming invasion in time to act. He assembled the world's greatest scientists and gave them the impossible task of finding a solution to the dilemma. From their labs came their answer, the **S**pecial **C**ybernetic **A**ttack **T**eam.

These part human, part machine warriors are capable of wielding massive destructive force for their compact size. The members of **S.C.A.T.** have been designed to capture and adapt alien technology and weapons and use them against the invaders. Together, they may have the power to defend the Earth.

STARTING THE GAME

Insert the Game Pak into the Nintendo Entertainment System and turn the machine on. The title page appears with the option for a one or two player game. Press the **SELECT** button to the desired game, then press **START.** For a one player game you get the choice of either **S.C.A.T.** member. For a two player game, the person with controller #1 plays Arnold and controller #2 has Sigourney. After these selections have been made (by pressing **START**) the game begins.



CONTROLLING THE WARRIORS

Pressing **UP, DOWN, LEFT** or **RIGHT** on the control pad moves the character in those directions.

Pressing the **B** button fires your weapon. Some weapons fire continuously if the **B** button is constantly pressed.

Pressing the **A** button locks and unlocks the firing position of the twin satellites that are part of the warriors armament. These items maneuver around the fighters unless they are locked by the player.

The **START** button pauses the game.

SPECIAL ITEMS

To obtain the alien armament, the player must destroy the Item Enemy. After doing so, a letter appears denoting the item's use. These items are:

S- **Speed.** The player's maneuverability increases. The more Speed items collected, the faster the warrior moves.

L- **Laser.** This high powered beam cuts with amazing strength. Hold the **B** button for continuous fire. This weapon can shoot through some walls.

W- **Wide beam.** This weapon can take out multiple enemies in a single burst.

B- **Bomb.** These explosive shells have the concussive force to knock out powerful enemies.

R- **Recover.** This item restores lost energy points to the player that collects it.

GAME STAGES

New York City Ruins- Fly over what's left of a battered city. Look out for enemy positions scattered across the remains of the skyscrapers.

Subterranean Realm- Hover into the darker reaches of the inner Earth. Vile Malmort's excavation drones are busily blasting away the foundations of the city in order to allow an easy access to the invasionary forces.

The Astrotube- This monstrous creation connects the city to the alien's orbiting stronghold. Take the ride of your life as you fly into the enemy's lair.

The Battleship- Defending the fortress is a heavily armed dreadnaught starship. Evade its laser cannons and missile attacks as you fire at anything that resembles a weak spot.

The Orbiting Platform- Here is where you confront the deadliest invaders and Vile Malmort himself...

ENEMY CHARACTERS

QUAD KILLER

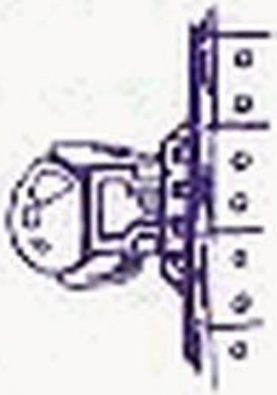
DRONE BLASTER

HOVER SHIP WITH
HOMING MISSILE

SUPER LASER

MULTI-GUN

AUTO-CANNON

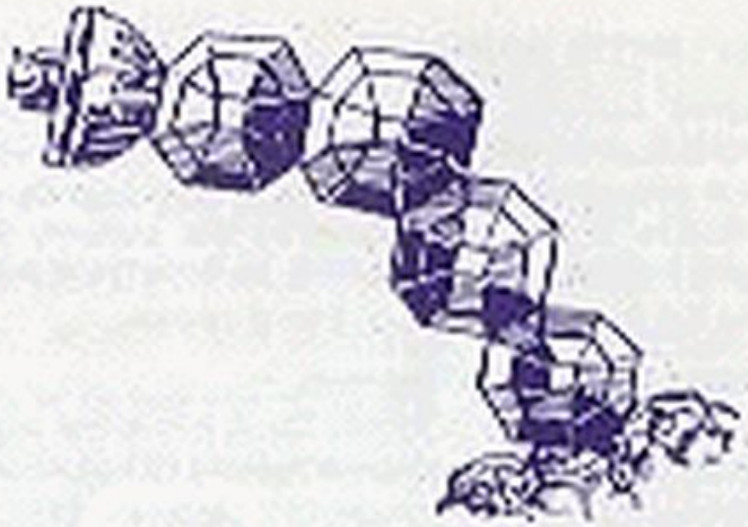


BEAM GUN

ENEMY CHARACTERS

SPARK

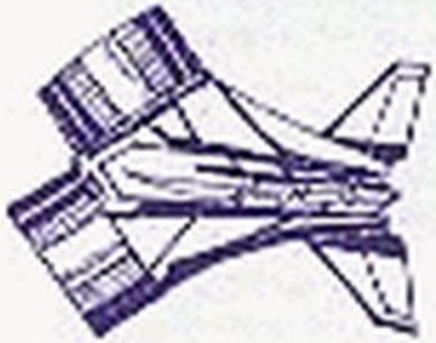
SCARABAT FIGHTER



EXCAVATION DRONE

SHOCK TROOPER

MISSILE SHIP



LAUNCH TUBE

ATTACK-SHIP LAUNCHER

90-DAY LIMITED WARRANTY

90 DAY LIMITED WARRANTY

NATSUME warrants to the original consumer that this NATSUME Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, NATSUME will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the NATSUME Consumer Service Department if the problem is requiring warranty service by calling: (415) 342-5231. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof of purchase within the 90 day warranty period to:

NATSUME, INC.
Consumer Service Department
1243A Howard Avenue
Burlingame, CA 94010
(415) 342-1712

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the NATSUME Consumer Service Department at the phone number noted previously. If the NATSUME service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to NATSUME, enclosing a check or money order for $10.00 payable to NATSUME, Inc. NATSUME will, at its option, subject to the conditions above, repair the PAK or replace it with an interchangeable PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NATSUME BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactures' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

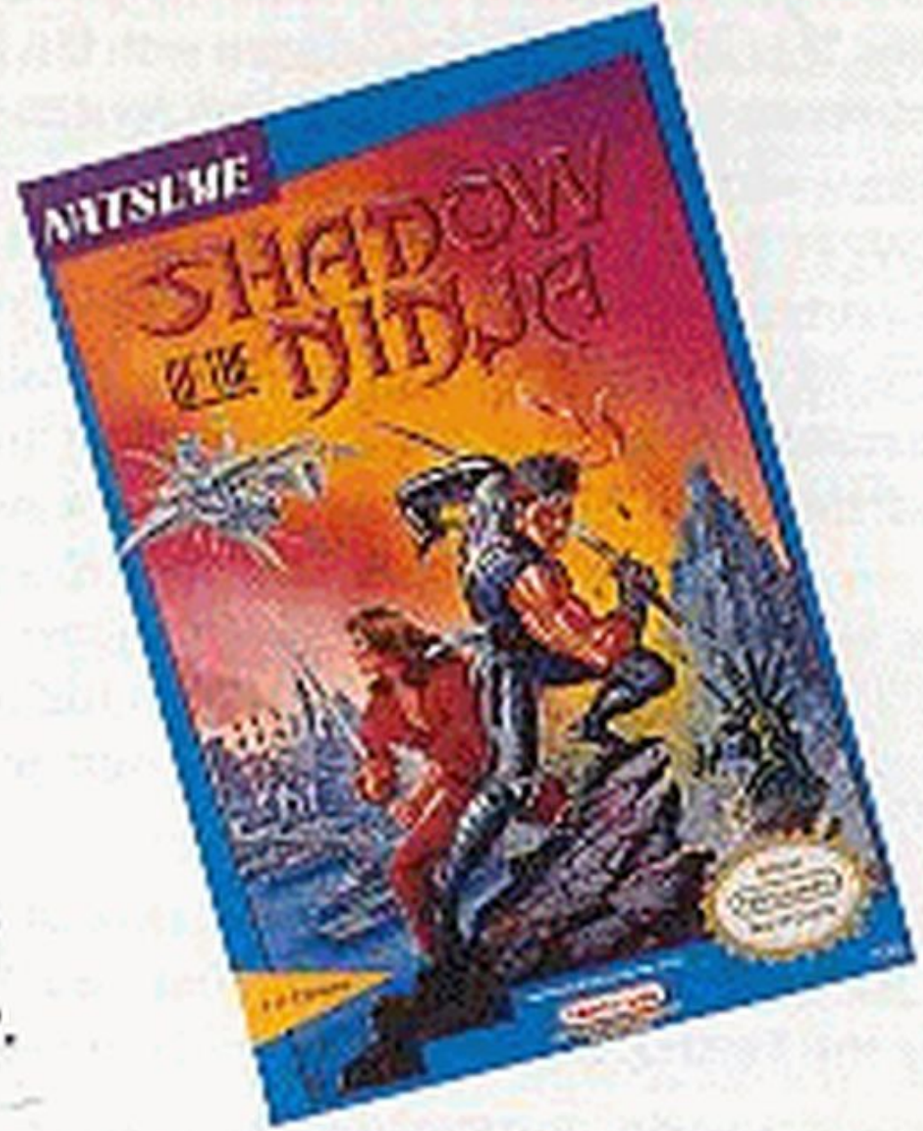
If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

THE EMPEROR'S PROBLEMS HAVE JUST DOUBLED!

Join two ninjas on their mission to overthrow the wicked Emperor Garuda. They must use the arts and weapons of ninjitsu to infiltrate and destroy Garuda's forces.

- Uncover hidden weapons to increase your power.
- Master the ancient arts of Ninjitsu to defeat the enemy.



TAIL'GATOR

Charly the highland alligator must stop an evil dragon Warlord from conquering the peaceful animal kingdom of Mobemy. Join Charly as he strikes a blow for freedom with mighty sweeps of his massive tail in this action/adventure title for the Game Boy.

- Gather power-ups for long range attacks.

- Password feature returns you to all the excitement!

NATSUME

1243A Howard Avenue
Burlingame, CA 94010

Customer Service Line (415) 342-9231

rinted in Japan